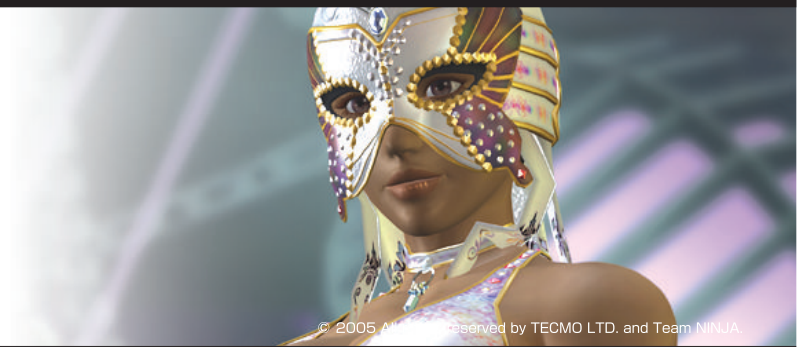
ONLINE VERSION

La Mariposa | Lucha Libre


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[How to read the move lists]

Move The name of the technique. The number next to the move indicates the order in which it appears in a combo.

Status Indicates the status of a character after the move is performed.
There are a number od status indicators: "Back"(facing backwards),"Bokuho"(Bokuho),"Lay" (lying down),"Dokuritsu"(Dokuritsu-Ho),"Kasenko"(Kasenko), and "Dokuja"(Dokuja-Fujin).
A blank indicates the character will face forward after the move.

Command The command input necessary to perform the move (assumes the character is facing right).

Push the pad/stick in that direction	Hold the pad/stick in that direction
The Punch / The Y button on the controller	The Kick / The B button on the controller
The Free / The X button on the controller	The Appeal / Right Bumper on the controller
Press the buttons at the same time	Leave a short pause
By pressing and holding the button, you can perform a Charge Attack	

Attribute Indicates the attack area attribute of the move: High, Middle, or Low. Multiple attributes in parentheses (High, High) indicate a stable-attribute combo attack.
For throws, this variable indicates the area attribute, as well as whether the throw is used to the front or back of an enemy. It also indicates if the throw is a derivative throw (Deriv.) or a wall-based throw (Wall).

Frame This variable indicates the following (from the left): initial time (the time it takes before hit detection becomes active), duration time (the length of time that hit detection occurs), and inactive time (the length of time that a character remains uncontrollable after the duration of the move).
These numbers are indicated in frames; 1 frame equals one sixtieth of a second.

Damage The amount of damage caused by the move.

Hit Indicates the difference in inactive time between two characters when a move successfully hits.
[*for instance, a "2" means that the character who performed the move will be inactive for 2 frames longer than the character that was hit.*]
The "×" indicates that the receiving character will be knocked down, while "Cr" means that the move triggers a critical hit even when it is landed normally.

Guard Indicates the difference in inactive time between two characters when a move is blocked.
[*for instance, an "11" means that the character who performed the move will be inactive for 11 frames longer than the character that blocked.*]
GB (Guard Break) indicates moves that can break through a block. Even if the defending character blocks, a critical hit will occur.

Hold Indicates which Hold countermove is effective against the move. "Divert" indicates that the move will be diverted away and the defending character will end up behind the attacker.

Inactive Indicates the difference in inactive time between two characters when a throw or Hold move is successful.
[*for instance, a "16" means that the character who was successful in the throw can move 16 frames earlier.*]

Def. Fall Indicates if a defensive fall is possible or not.

Floor Indicates whether or not the move will trigger a floor-based danger zone explosion.

Wall Indicates whether or not a throw move will change if it is performed near a wall.
[*"Front" if the wall is in front, "Back" if it is in back.*]

Close Indicates the presence of a "close hit" property. If this is present, the blow will cause more damage than usual if the characters are right next to each other.

Flying Distance of flight to wall. If the nearest wall is within the distance (in meters) indicated here, a successful hit will cause the victim to be slammed into the wall, triggering the wall hit animation.
[*"Back" if the wall is in back.*]

Down Blows that can hit opponents when they are down.

Basic Blows

Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Palm Hook		P	High	12(2)13	10	2	2	High P		-	-
Elbow Smash		↖P	Middle	16(3)29	18	8	11	Middle P		-	-
Low Chop		↓P	Low	16(3)20	5	0	4	Low P		-	●
Trace Kick		K	High	14(2)26	27	Cr	9	High K		1(Counter)	-
Jump Kick		↖K	Middle	15(2)25	22	Cr	8	Jumping Middle K		2(Counter)	-
	Back	↖K←		15(2)25	22	Cr	8	Jumping Middle K			
Low Kick		↓K	Low	16(2)28	12	8	11	Low K		-	●

Back-Facing Blows

Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Turning Palm		P	High	13(2)16	13	4	5	High P		-	-
Screw Palm		←P	Middle	14(4)25	30	Cr	9	Middle P		1	-
Low Back Knuckle		↓P	Low	16(3)20	12	Cr	6	Low P		-	●
Turning High Kick		K	High	14(2)26	30	Cr	9	High K		1(Counter)	-
Spike Wheel		←K	(Middle, Middle)	15(2)2(3)29	25+20	×	8	Middle K		1	●
Leg Break	Back	↓K	Low	19(2)24	22	Cr	8	Low K		-	●
Cart Wheel Kick	Back	↘K	(High, High)	22(2)1(4)24	20+24	×	7	High K		1(Counter)	-
La Quebrada		P+K	Middle	33(7)30	45	×	GB	Middle P Divert		2	●
	Back	P+K←	Middle	33(7)40		×	GB	Middle P Divert			
Kangaroo Kick	Success: Back Failure: Front	F+K	Middle	Success: 31(2)30 Failure: 31(2)42	32	Cr	GB	Jumping Middle K		2	-

Jumping Blows

Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Jumping Palm		During a forward jump P	Middle	19(2)27 ※1	15	Cr	~11	Jumping Middle P		-	-
Jumping Back Kick		During a forward jump K	Middle	21(2)29 ※1	35	×	~10	Jumping Middle K		2	-
Front Step Uppercut		After landing from a forward jump P	Middle	58(3)28	25	Cr	12	Middle P		-	-
Landing Spin Kick		After landing from a forward jump K	Low	58(3)9(4)27	16+16	Cr	13	Low K		-	●

※1 At fastest

Get-Up Attacks

Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
Rising High Kick		Face up, feet to enemy ↑K	High	35(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face up, feet to enemy K	Middle	35(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face up, feet to enemy ↓K	Low	34(4)16	20	Cr	8	Low K		-	●
① Twister		Face up, feet to enemy F+K	Low (Middle, Middle)	19(2)25(3)9(3)32	16+16+16	Cr	16	Low K Middle K Middle K		1	●

Get-Up Attacks

Move		Command	Attribute	Frame	Damage	Hit	Guard	Hold		Flying	Down
② Twister Spin		Face up, feet to enemy F+K K ※2	Low (Middle, Middle) (Low, Low)	30(4)8(3)29	16+16	Cr	18	Low K Low K		-	●
Rising High Kick		Face down, feet to enemy ↑K	High	35(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face down, feet to enemy K	Middle	35(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face down, feet to enemy ↓K	Low	34(4)16	20	Cr	8	Low K		-	●
Rising High Kick		Face up, head to enemy ↑K	High	35(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face up, head to enemy K	Middle	35(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face up, head to enemy ↓K	Low	34(4)16	20	Cr	8	Low K		-	●
Rising High Kick		Face down, head to enemy ↑K	High	33(4)16	20	Cr	6	High K		-	-
Rising Middle Kick		Face down, head to enemy K	Middle	33(4)18	20	Cr	6	Middle K		-	-
Rising Low Kick		Face down, head to enemy ↓K	Low	32(4)16	20	Cr	8	Low K		-	●

※2 Moves following ↑K can be connected.

Unique Combo Attacks

Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
① (Palm Hook)		P	High	12(2)13	10	2	2	High P	-	-	-
① (Turn Palm)		To enemy behind P	High	13(2)16	13	4	5	High P	-	-	-
② Back Chop		P P	High High	14(2)14	10	Cr	3	High P	-	-	-
③ Rolling Chop		P P P	High High High	17(3)25	24	Cr	9	High P	-	1	-
	Back	P P P ←	High High High	17(3)25		Cr	9	High P	-		
④ La Quebrada Grande		P P P P+K	High High High Middle	42(7)30	40	×	GB	Middle P Divert	-	2	●
	Back	P P P P+K ←	High High High Middle	42(7)35		×	GB	Middle P Divert	-		
③ Combo Drop Kick		P P K	High High Middle	Success: 23(2)57 Failure: 23(2)51	36	×	GB	Jumping Middle K	-	3	-
③ Combo Low Drop		P P ↓K	High High Low	30(2)43	30	×	GB	Low K	-	-	●
② High Spin Kick		P K	High High	13(2)25	20	Cr	12	High K	-	1(Counter).5	-
③ Combo Jump Spin Kick		P K K	High High Middle	16(2)29	22	Cr	12	Jumping Middle K	-	2	-
① (Elbow Smash)		↖P	Middle	16(3)29	18	8	11	Middle P	-	-	-
② Drive Elbow		↖P P	Middle Middle	25(3)33	30	×	7	Jumping Middle P	-	1	●
① Elbow Butt		→P	Middle	14(2)22	18	10	11	Middle P	-	-	-
② Double Elbow		→P P	Middle Middle	16(3)29	18	10	11	Middle P	-	-	-
③ Triple Elbow		→P P P	Middle Middle Middle	25(3)33	30	×	7	Jumping Middle P	-	1	●
② Back Elbow	Back	→P ←P	Middle High	22(2)26	18	Cr	4	High P	-	-	-
③ Swing Elbow		→P ←P P	Middle High Middle	23(2)27	28	×	8	Middle P	-	2	-
② Elbow Jump Spin Kick		→P K	Middle Middle	13(2)25	22	Cr	8	Jumping Middle K	-	2	-
	Back	→P K ←	Middle Middle	13(2)25		Cr	8	Jumping Middle K	-		
① Spinning Chop		↗P	Middle	15(3)28	20	10	12	Middle P	-	-	-

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
② Spinning Crouch Kick		↘ P K	Middle High	21(3)35	25	Cr	19	High K	-	-	-
③ Spinning Double Crouch Kick		↘ P K K	Middle High Middle	20(3)35	25	Cr	16	Middle K	-	1(Counter)	-
④ Jumping Roundhouse Combo		↘ P K K K	Middle High Middle High	27(4)34	35	Cr	8	High K	-	2.5	-
④ Spinning Sweep Kick Combo		↘ P K K ↓ K	Middle High Middle Low	25(3)38	24	Cr	20	Low K	-	-	●
Blazing Upper		↖ ↖ P	Middle	21(3)28	25	Cr	12	Middle P	-	-	-
① Neck Chop		→ → P	High	20(3)22	28	Cr	7	High P	-	-	-
② Slash Chop		→ → P P	High Middle	19(2)25	25	Cr	9	Middle P	-	1.5	-
② Shin Cracker	Back	→ → P K	High Low	19(5)21	22	Cr	8	Low K	-	-	●
① Back Blow		← P	High	14(3)25	18	Cr	14	High P	-	-	-
② Back Blow Knee		← P K	High Middle	14(2)20	22	Cr	5	Middle K	-	1(Counter)	-
③ Swallowtail		← P K K	High Middle (Middle, Middle)	20(2)3(2)30	25+10	×	8	Middle K	-	1	●
③ Monarch		← P K ↓ K	High Middle Low	23(3)39	24	Cr	22	Low K	-	-	●
Flying Cross Chop		↓ ↖ → P	Middle	16(10)44	32	×	GB	Jumping Middle P	-	3.5	-
		While running P		14(10)44							
① (Trace Kick)		K	High	14(2)26	27	Cr	9	High K	-	1(Counter)	-
① (Turning High Kick)		To enemy behind K	High	14(2)26	30	Cr	9	High K	-	1	-
② Double High		K K	High High	20(2)27	20	Cr	9	High K	-	1(Counter)	-
③ Combo Flying Leg Drop		K K K	High High Middle	27(4)37	35	×	13	Jumping Middle K	-	1	●
② High Kick Jump Kick		K → K	High Middle	22(2)25	22	Cr	8	Jumping Middle K	-	2	-
	Back	K → K ←	High Middle	22(2)25	22	Cr	8	Jumping Middle K	-		
② Ground Kick Combo		K ↓ K	High (Low, Low)	26(3)9(4)27	16+16	Cr	13	Low K	-	-	●
③ Reverse Tornado Combo		K ↓ K K	High (Low, Low) Middle	31(4)45	22	Cr	27	Middle K	-	1(Counter)	-
④ Back Flip Kick Combo	Back	K ↓ K K K	High (Low, Low) Middle Middle	69(4)23	45	×	0	Jumping Middle K	-	1	●
③ Double Spin Combo		K ↓ K ↓ K	High (Low, Low) (Low, Low)	21(3)8(3)29	20+20	×	13	Low K	-	-	●
① Knee Attack		→ K	Middle	14(2)20	22	Cr	5	Middle K	-	1(Counter)	-
② Knee Wheel		→ K K	Middle (Middle, Middle)	20(2)3(2)30	25+10	×	8	Middle K	-	1	●
② Top Spin Kick Combo		→ K ↓ K	Middle Low	23(3)39	24	Cr	22	Low K	-	-	●
① Back Wheel		↘ K	Middle	16(3)31	30	Cr	18	Middle K	-	1(Counter)	●
② La Quebrada Enorme		↘ K P	Middle Middle	53(7)30	40	×	GB	Middle P Divert	-	2	●
	Back	↘ K P ←	Middle Middle	53(7)42		×	GB	Middle P Divert	-		
② Trick Viper		↘ K K	Middle Middle	40(3)40	30	Cr	12	Middle K	-	1	●
① Crescent Kick		↗ K	High	22(4)23	25	Cr	8	High K	-	1(Counter)	-
② Double Crescent Kick		↗ K K	High High	26(3)26	25	Cr	8	High K	-	1(Counter)	-
① Crouch Kick		← K	High	18(3)35	25	Cr	19	High K	-	-	-
② Double Crouch Kick		← K K	High Middle	20(3)35	25	Cr	17	Middle K	-	1(Counter)	-
③ Jumping Roundhouse		← K K K	High Middle High	27(4)34	35	Cr	8	High K	-	2.5	-
③ Triple Spin		← K K ↓ K	High Middle Low	25(3)38	24	Cr	20	Low K	-	-	●
① (Low Kick)		↓ K	Low	16(2)28	12	8	11	Low K	-	-	●
② Spinning Backfist Combo		↓ K P	Low High	24(2)26	18	Cr	13	High K	-	-	-
③ Combo Knee		↓ K P K	Low High Middle	14(2)20	22	Cr	5	Middle K	-	-	-
② Low Kick Jump Kick		↓ K K	Low Middle	25(2)25	22	Cr	8	Jumping Middle K	-	2	-
	Back	↓ K K ←	Low Middle	25(2)25	22	Cr	8	Jumping Middle K	-	2	-
① Ground Spin		↘ K	(Low, Low)	21(3)9(4)27	16+16	Cr	13	Low K	-	-	●
① (Landing Spin Kick)		After landing from a forward jump K	(Low, Low)	58(3)9(4)27	16+16	Cr	13	Low K	-	-	●
② Reverse Tornado		↗ K K	(Low, Low) Middle	33(4)45	22	Cr	27	Middle K	-	1(Counter)	-
③ Back Flip Kick	Back	↗ K K K	(Low, Low) Middle Middle	69(4)23	45	×	0	Jumping Middle K	-	1	●

Unique Combo Attacks											
Move	Status	Command	Attribute	Frame	Damage	Hit	Guard	Hold	Close	Flying	Down
② Double Spin		↗K↘K	(Low, Low) (Low, Low)	23(3)8(3)29	20+20	×	13	Low K	-	-	●
Drop Kick		→→K	Middle	Success: 23(2)57 Failure: 23(2)51	36	×	GB	Jumping Middle K	-	3.5	-
Sliding Kick		While running K	Low	25(4)37	20	×	20	Low K	-	-	●
Screw Elbow		P+K	Middle	28(3)33	30	×	7	Middle P	-	1	●
Hornet Sting		←P+K CHARGE	Middle	46~78(3)33	38~58	×	GB	Middle K	-	4	-
① Rope Climb		Next to the ropes ←P+K	–	134	–	–	–	–	-	-	-
② Rope Swing Feint		Next to the ropes ←P+K P	–	91	–	–	–	–	-	-	-
② Rope Swing Kick		Next to the ropes ←P+K K	Middle	47(6)38	42	×	GB	Jumping Middle K	-	3	-
② Rope Climb - Swallow Dive		Next to the ropes ←P+K・P	Middle	106(10)35	50	×	GB	Jumping Middle P	-	2	●
② Rope Climb - Eagle Talon		Next to the ropes ←P+K・K	Middle	104(6)48	45	×	GB	Jumping Middle K	-	3	-
② Rope Climb - Diving Swan		Next to the ropes ←P+K・P+K	Middle	113(7)30	55	×	GB	Middle P Divert	-	2	●
① (Front Flip)	Back	↖P	–	45	–	-	-	–	-	-	-
① Air Spin	Back	↖K	Middle	31(6)12	24	Cr	3	Jumping Middle K	-	1	●
② Flying Reverse Elbow		↖PP	Middle	Success: 55(2)37 Failure: 55(2)38	35	×	GB	Jumping Middle P	-	2.5	●
		↖KP		Success: 22(2)37 Failure: 22(2)38	35	×	GB	Jumping Middle P	-	2.5	
② Double Leg Thrust	Success:Back	↖PK	Middle	Success: 59(2)30 Failure: 59(2)43	32	Cr	GB	Jumping Middle K	-	2	-
	Failure:Front	↖KK		Success: 26(2)30 Failure: 26(2)43	32	Cr	GB	Jumping Middle K	-	2	-
Leaping Spin Kick		F+K	High	18(4)34	32	Cr	9	High K	-	2.5	-
Helicoptero		←F+K	Middle	12(2)55	30	×	27	Middle K	-	1	-
Flying Leg Drop		→F+K	Middle	28(4)30	28	×	7	Jumping Middle K	-	1.5	●
Low Drop Kick		↓F+K	Low	27(2)43	30	×	GB	Low K	-	-	●
Tope Con Giro		Next to wall, during Back Flip P	Middle	66(9)51	50	×	GB	Middle P Divert	-	2	●
Missile Kick		Next to wall, during Back Flip K	Middle	Success: 67(2)57 Failure: 67(2)58	45	×	GB	Jumping Middle K	-	3	-
Swallow Dive		While walking on the ropes P	Middle	68(10)35 ※ 1	50	×	GB	Jumping Middle P	-	2	●
Eagle Talon		While walking on the ropes K	Middle	66(6)48 ※ 1	45	×	GB	Jumping Middle K	-	3	-
Diving Swan		While walking on the ropes P+K	Middle	75(7)30 ※ 1	55	×	GB	Middle P Divert	-	2	●
Leap Over Body Press		While jumping over obstacle P	Middle	40(8)32 ※ 1	40	×	GB	Jumping Middle P	-	2	●
Leap Over Drop Kick		While jumping over obstacle K	Middle	37(5)40 ※ 1	38	×	GB	Jumping Middle K	-	3	-

※ 1 At fastest

Throws											
Move	Status	Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Corkscrew Scissors		F + P	High Front	5(2)22	45	–	●	●	–	–	
Marvelous Roll		When enemy's back faces a slope F + P	High Front	5(2)22	※ 2	–	–	–	–	–	
		When back faces a slope F + P	High Front	5(2)22	※ 2	–	–	–	–	–	
Sky High Drop		When enemy's back faces a slope with a cliff F + P	High Front	5(2)22	※ 2	–	–	–	–	–	
		When back faces a slope with a cliff F + P	High Front	5(2)22	※ 2	–	–	–	–	–	
Leap Frog		→ → F + P	High Front	6(2)23	–	7	–	–	–	–	
		While running F + P									
Butterfly Guillotine		→ F + P	High Front OH	16(3)31	45	–	–	●	Front	–	
Reverse Swing D.D.T.		Next to wall → F + P	Wall	16(3)31	55	–	–	–	–	–	
Monkey Flip		← F + P	High Front	8(2)24	50	–	●	●	Back	–	
		While jumping F + P		45(2)24							
Leg Scissors		Next to wall ← F + P	Wall	8(2)24	58	–	–	–	–	–	
		Next to wall, while jumping F + P		45(2)24							
Hammer Throw		← ← F + P	High Front	6(2)23	–	7	–	–	Back	–	
		Next to the ropes ← ← F + P	High Front	6(2)23	15	Cr	–	–	–	–	
Wall Pressure		Next to wall ← ← F + P	High Front	6(2)23	45	–	–	–	–	–	
① Rosario		← ↗ ↓ ↘ → F + P	High Front	12(2)25	50	–	●	●	–	–	
② Christo		During Rosario ← → F + P	Deriv.	–	60	–	–	–	–	–	
③ Deja Vu		During Christo ↓ ↗ → ↘ ↑ ↖ ← ↗ ↓ F + P	Deriv.	–	75	–	●	●	–	–	
① Cobra Twist		↓ ↗ ← F + P	High Front	12(2)25	50	0	–	–	–	–	
② Screwdriver		During Cobra Twist → F + P	Deriv.	–	20	–	–	●	–	–	
③ Shooting Star Press		During Screwdriver ↑ F + P	Deriv.	–	35	–	–	●	–	–	
Dragon Rana		↑ F + P	High Front OH	37(3)21	50	–	–	●	–	–	
Ivy Trap	Back	To enemy behind F + P	High Front	12(2)29	45	–	–	●	–	–	
		Behind enemy, with back to enemy F + P	High Back		45	–	–	●	–	–	

Throws											
Move	Status	Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Corbata	Back	To enemy behind ↑ F + P	High Front OH	39(2)31	60	–	●	●	–	–	
	Back	Behind enemy, with back to enemy ↑ F + P	High Back OH	39(2)31	60	–	●	●	–	–	
Turn Flip to Corbata	Back	← P F + P	High Front OH	60(2)34	60	–	●	●	–	–	
	Back	To enemy's back ← P F + P	High Back OH	60(2)34	60	–	●	●	–	–	
Air Spin to Corbata	Back	← K F + P	High Front OH	27(2)34	60	–	●	●	–	–	
	Back	To enemy's back ← K F + P	High Back OH	27(2)34	60	–	●	●	–	–	
Cartwheel Kick to Corbata	Back	← K F + P	High Front OH	61(2)36	60	–	●	●	–	–	
	Back	To enemy's back ← K F + P	High Back OH	61(2)36	60	–	●	●	–	–	
Reverse Tornado to Corbata	Back	↑ K K F + P	High Front OH	72(2)29	60	–	●	●	–	–	
	Back	To enemy's back ↑ K K F + P	High Back OH	72(2)29	60	–	●	●	–	–	
Reverse Tornado Combo to Corbata	Back	K ↓ K K F + P	High Front OH	72(2)29	60	–	●	●	–	–	
	Back	To enemy's back K ↓ K K F + P	High Back OH	72(2)29	60	–	●	●	–	–	
Misterio Rana		To enemy's back F + P	High Back	5(2)22	60	–	–	●	–	–	
		To enemy's back ↑ F + P	High Back OH	39(3)21	60						
		To enemy behind, next to wall, during Back Flip F + P	High Back OH	66(3)22	65						
Messiah		To enemy's back → → F + P	High Back OH	6(2)23	65	–	–	●	–	–	
Ultra Huracan Rana		Next to wall, during Back Flip F + P	High Front OH	66(3)22	65	–	–	●	–	–	
Vuelo de Mariposa		To crouching enemy ↓ F + P	Low Front	4(2)21	55	–	–	●	–	Back	
		To crouching enemy, while jumping ↓ F + P		41(2)21							
		To crouching enemy's back ↓ F + P	Low Back	4(2)21	70	–	–	●	–	Back	
		To crouching enemy's back, while jumping ↓ F + P		41(2)21							

Throws

Move	Status	Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
La Magistral		To crouching enemy ↘ F + P	Low Front OH	10(3)30	50	–	–	●	–	–	
Neck Twister		Lying face up, with head to enemy F + P	High Front OH	25(3)34	50	–	●	●	–	–	
		Lying face up with head to enemy, to enemy's back F + P	High Back OH		50	–	●	●	–	–	
Aerial Throw											
Aerial Hunting		To enemy in the air F + P	Aerial	8(2)31	35	–	–	●	–	–	

※ 2 The damage of slope-based throws is dependent on the length of the slope.

Holds

Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Butterfly D.D.T.		Against a high punch ↘ F	High P	0(22)8	60	–	–	●	–	–	
Tornado Neck Twist		Against a high kick ↘ F	High K	0(22)8	60	–	–	●	–	–	
Sandbag Toss		Against a middle punch ← F	Middle P	0(22)8	60	–	–	●	–	–	
Waterfall Leap		Against a middle kick → F	Middle K	0(22)8	20+40	–	–	●	–	–	
Spine Striker		Against a low punch ↘ F	Low P	0(22)5	60	–	–	●	–	–	
Somersault Kick		Against a low kick ↘ F	Low K	0(22)5	60	–	●	●	–	–	
Triangle Lancer		Against a jumping punch ← F	Jumping P	0(22)8	30+35	–	–	●	–	–	
Flying Neck Breaker		Against a jumping kick → F	Jumping K	0(22)8	65	–	–	●	–	–	

Down Attacks

Move		Command		Frame	Damage						
Cancun Tornado		To knocked-down enemy ↘ P + K		39(7)56/21	22						

The inactive time frames are listed as (successful/unsuccessful).
Failure will lead cause you to be knocked down.

Special Moves

Move	Status	Command		Frame	Damage	Hit	Guard	Hold			
Turn Flip	Back	↘ P		45	–	–	–	–			
Rope Walk		Next to the ropes ↘ P + K		141	–	–	–	–			
About Face	Back	↘ P		15	–	–	–	–			
Back Flip		↘ P		57	–	–	–	–			
Reverse Shuffle		To enemy behind → →		–	–	–	–	–			

Special Moves

Move	Status	Command		Frame	Damage	Hit	Guard	Hold			
Taunt 1		←→←F+P+K APPEAL		170	–	–	–	–			
Taunt 2		↓↓F+P+K →APPEAL or ←APPEAL		95	–	–	–	–			

Tag Throws

Move		Command	Attribute	Frame	Damage	Inactive	Def. Fall	Floor	Wall	Flying	
Unique Tag Throws											
Double Gut Crusher		Teamed with Tina F+P	High Front	5(2)22	20+50	–	–	●	–	–	
Beauty and the Beast		Teamed with Bass F+P	High Front	5(2)22	70	–	–	●	–	–	
Angels of Pain		Teamed with Hitomi F+P	High Front	5(2)22	30+10+10+20	–	–	●	–	–	
Basic Tag Throw											
Flying Neck Breaker		When partner presses F+P ※ 3	High Front	※ 4	60	–	–	●	–	–	

※ 3 The basic tag throw is performed when the tag partner does not have a unique tag throw with the character.

※ 4 Depends on tag partner.